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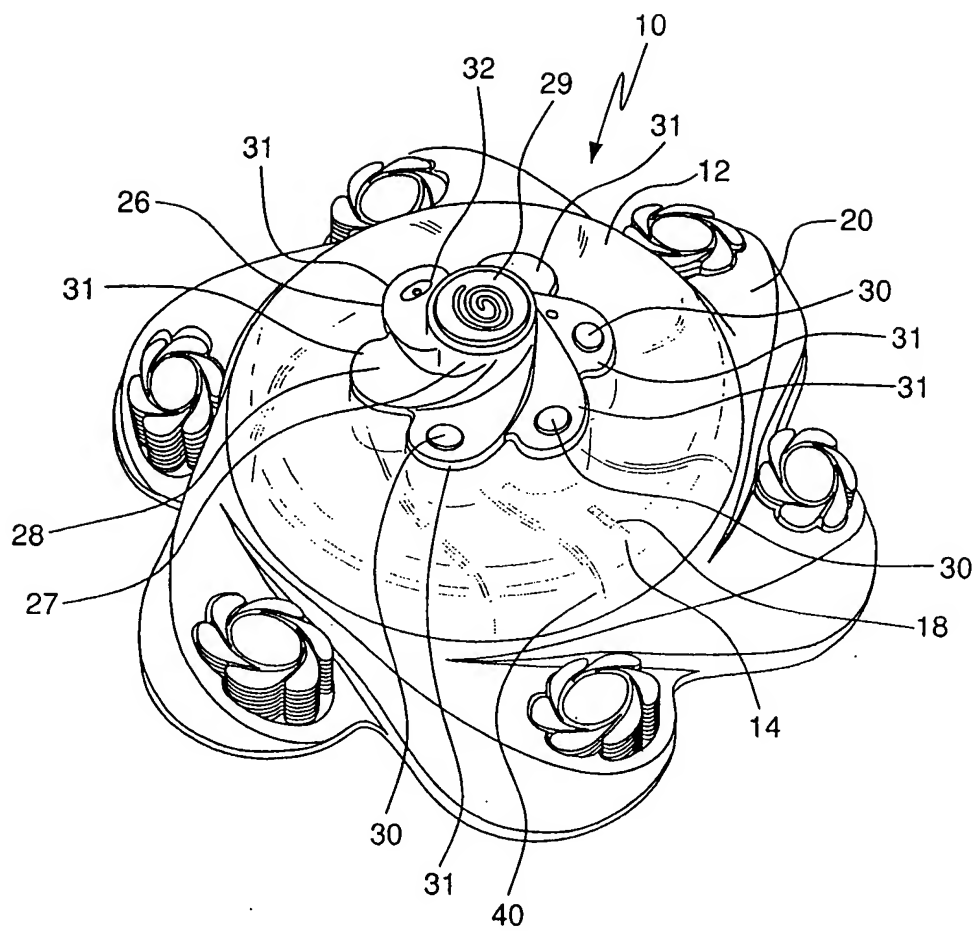


FIG. 1

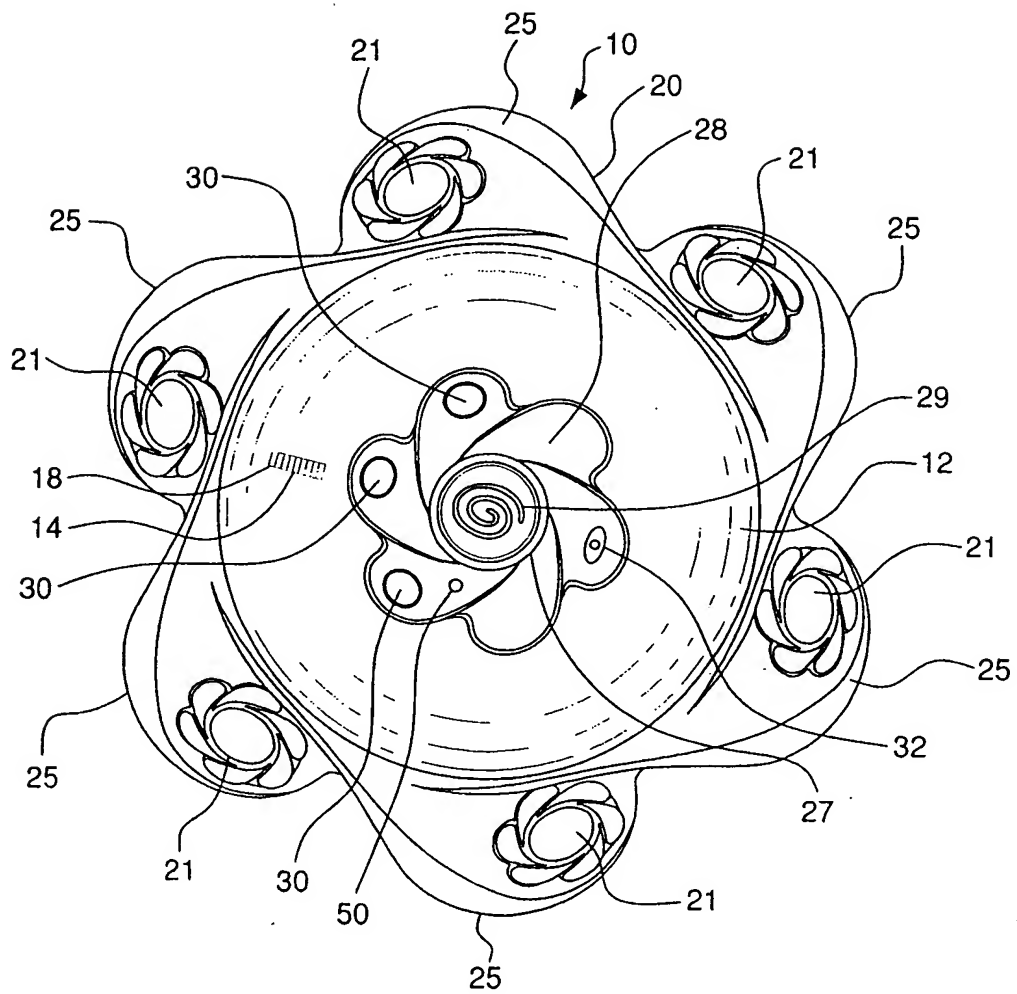


FIG. 2

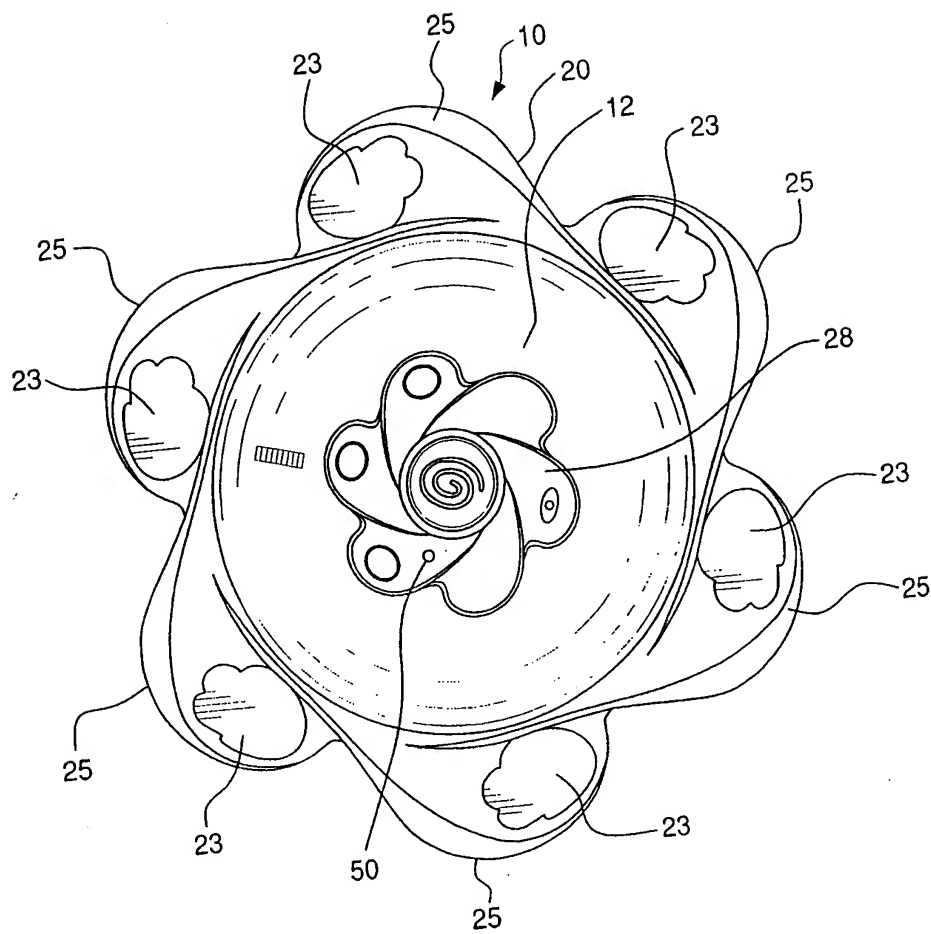


FIG. 3

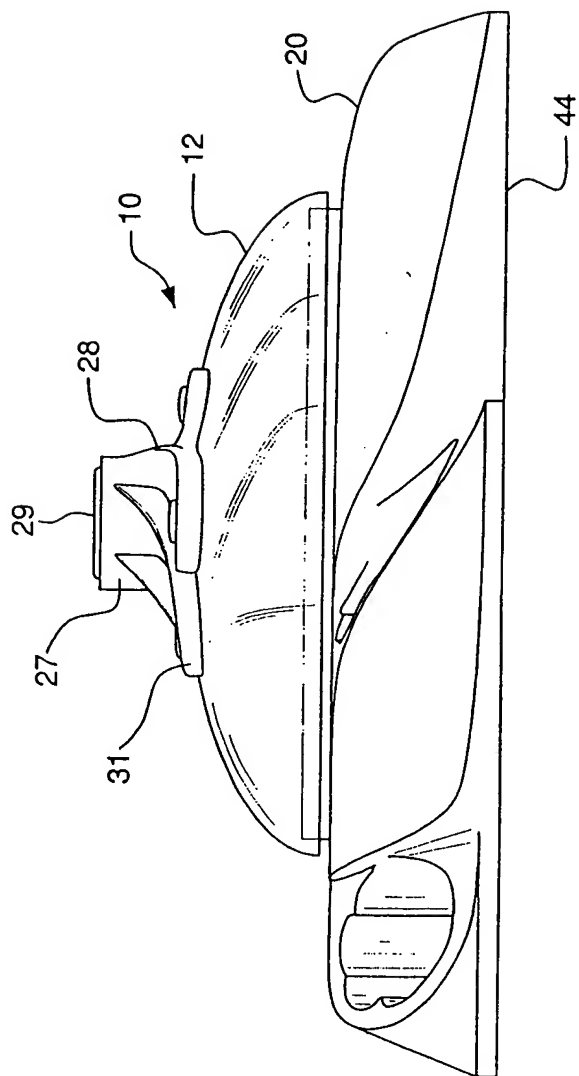


FIG. 4

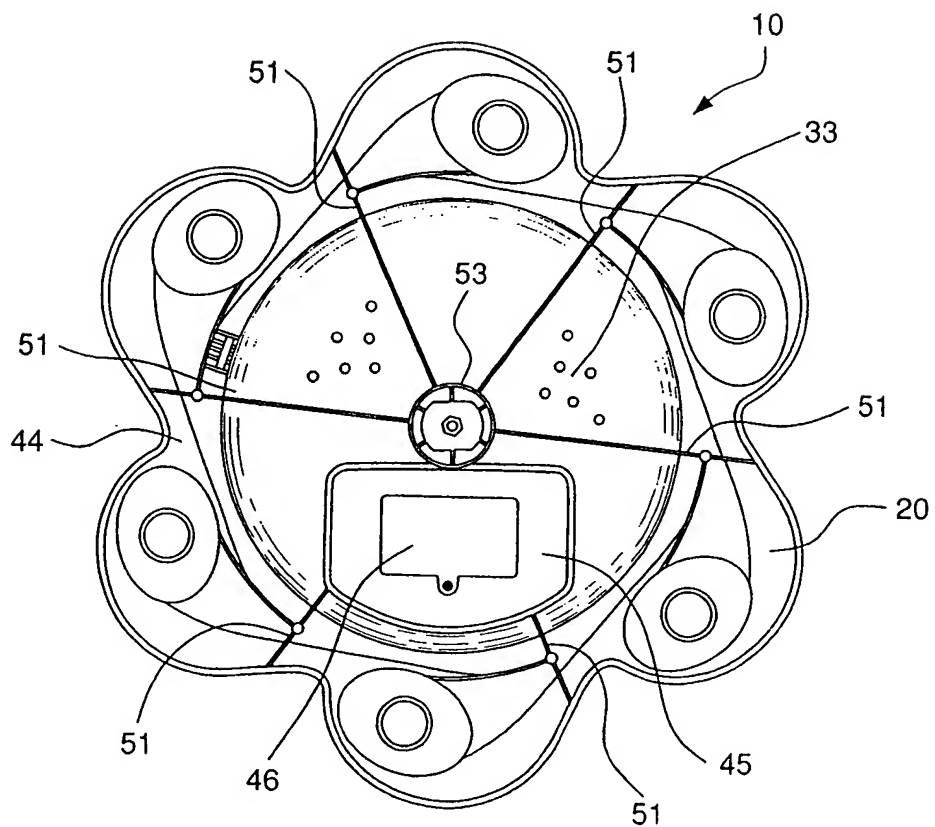


FIG. 5

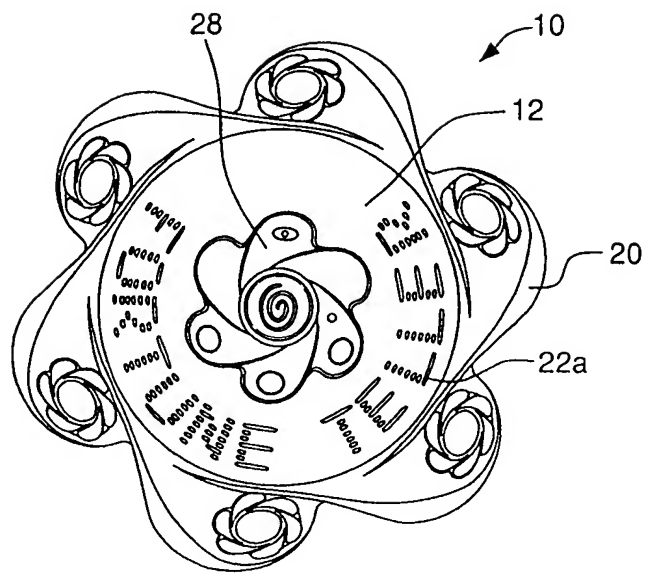


FIG. 6

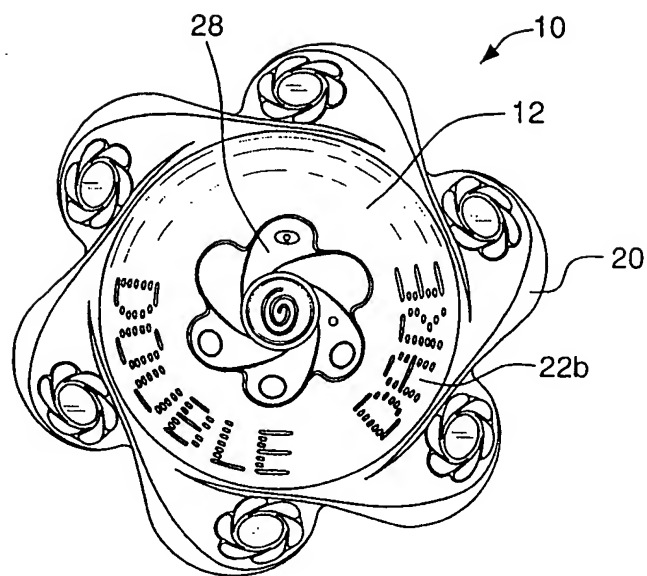


FIG. 7

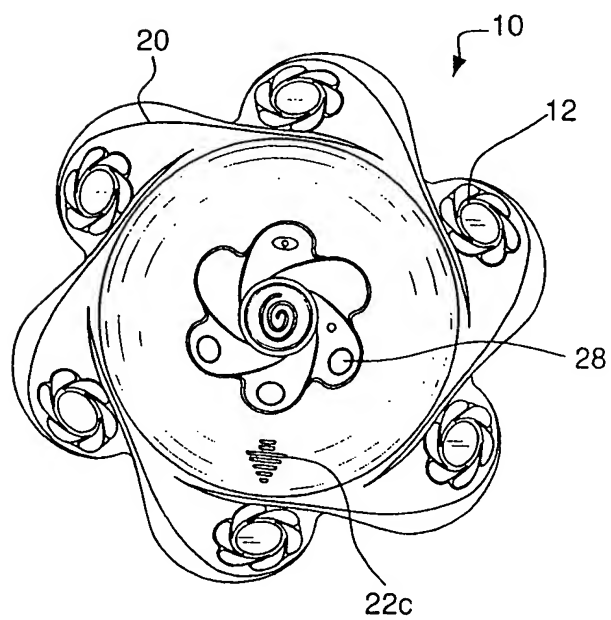


FIG. 8

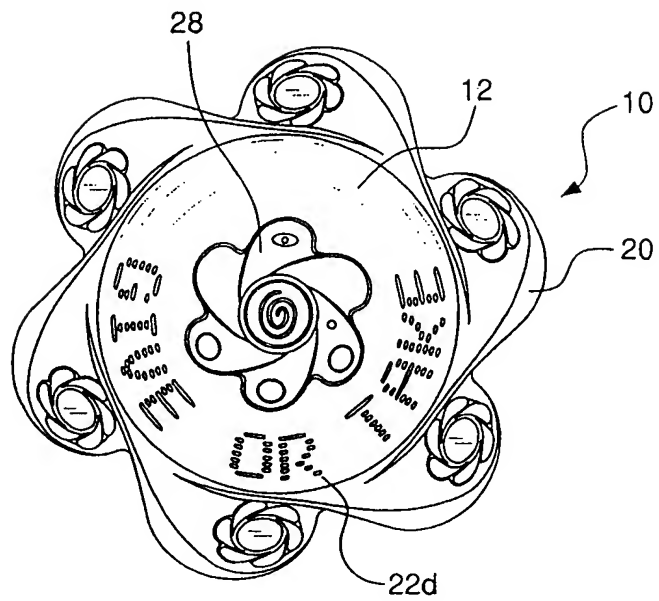


FIG. 9

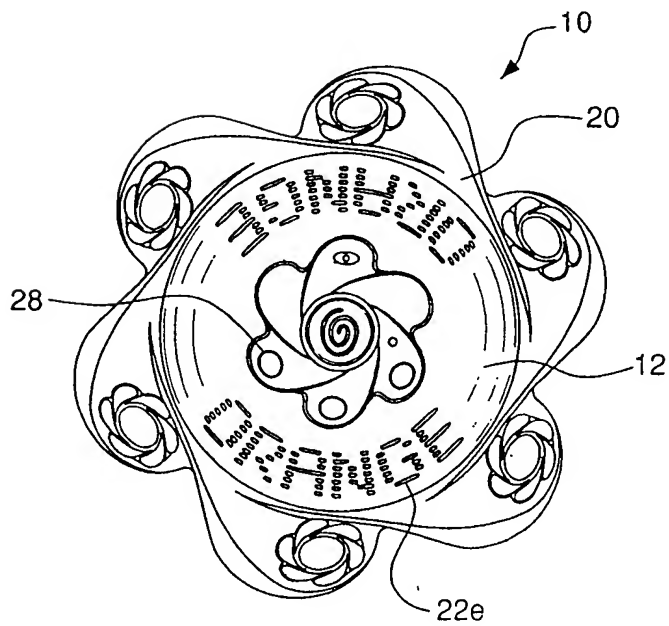


FIG. 10

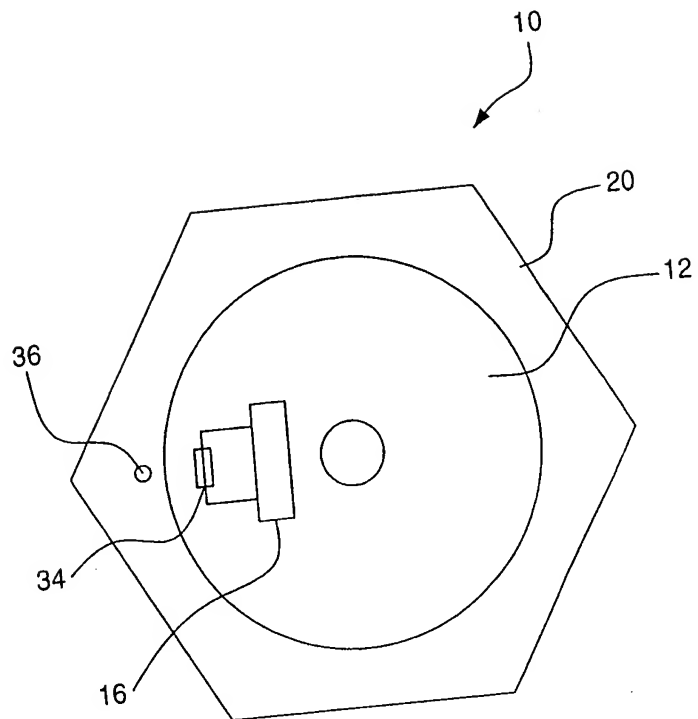


FIG. 11

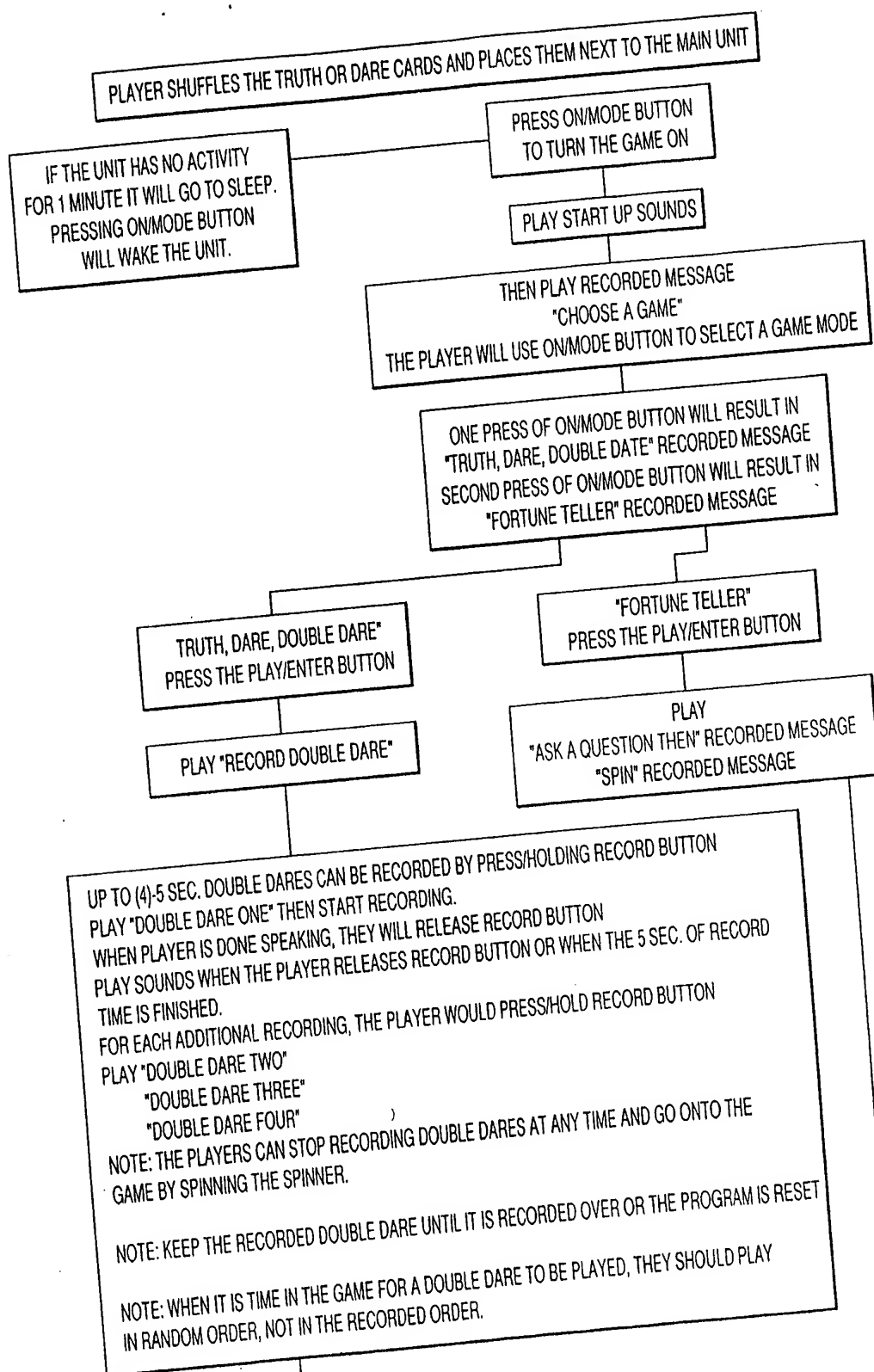


FIG. 12

TO FIG 13

TO FIG 13

FIG. 13

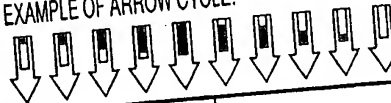
FROM FIG 12

FROM FIG 12

NOTE: DISREGARD (GIVE/TAKE) AND (CATEGORIES) IN THIS MODE

WHEN THE SPINNER STOPS CYCLE THE ARROW
LED'S FROM THE INSIDE OUT. LOOP FOR 3 SEC.

EXAMPLE OF ARROW CYCLE:



THE GAME FLOW REPEATS UNTIL
PLAYER IS FINISHED OR SWITCHES
GAME MODES.

IMPORTANT:

IF AT ANYTIME DURNIG BOTH GAMES THE
PLAYER DOES NOT SPIN THE SPINNER FAST
ENOUGH TO DISPLAY ALL THE TEXT OR IF THE
SPINNER IS SPINNING TOO SLOW TO DISPLAY
THE REMAINING TEXT STOP DISPLAYING
LED'S, STOP CURRENT SOUNDS PLAY
"TRY AGAIN" AND WAIT FOR THE PLAYER TO
SPIN AGAIN. THIS WILL MAKE THEM TRY TO
SPIN THE SPINNER FAST ENOUGH TO SEE ALL
TEXT.

TO LISTEN TO THE MESSAGE THAT WAS JUST
RECORDED PRESS PLAY/ENTER BUTTON.
PRESS PLAY/ENTER BUTTON AGAIN TO HEAR
THE NEXT RECORDING LOOP BACK TO RECORDING
WHEN NECESSARY. IF YOU DONT LIKE THE
RECORDING THAT WAS JUST PLAYED THEN
PRESS/HOLD RECORD BUTTON+PLAY/ENTER BUTTON
TO RE-RECORD.

AFTER THE DOUBLE DARES ARE RECORDED PLAY
RECORDED MESSAGE "SPIN!"

WHOEVER IS FIRST (DETERMINED BY PLAYERS)
WILL SPIN AROUND. LOOP SOUND FOR 4 SEC.
IF A PLAYER DOES NOT SPIN THE SPINNER AFTER
5 SECONDS PLAY.

DISPLAY TRUTH OR DARE "INTRO PATTERN"
AND PLAY RECORDED MESSAGE "SPIN"

THEN RANDOMLY DISPLAY ONE OF THE MESSAGES WITH THE LED'S
FOR 4SEC. ON BOTH SIDES OF THE SPINNER.

- (GIVE)
- (TAKE)
- (GIVE OR TAKE)

IF, (TAKE) IS DISPLAYED THEN THE PLAYER NEEDS TO DO WHAT IS SELECTED.

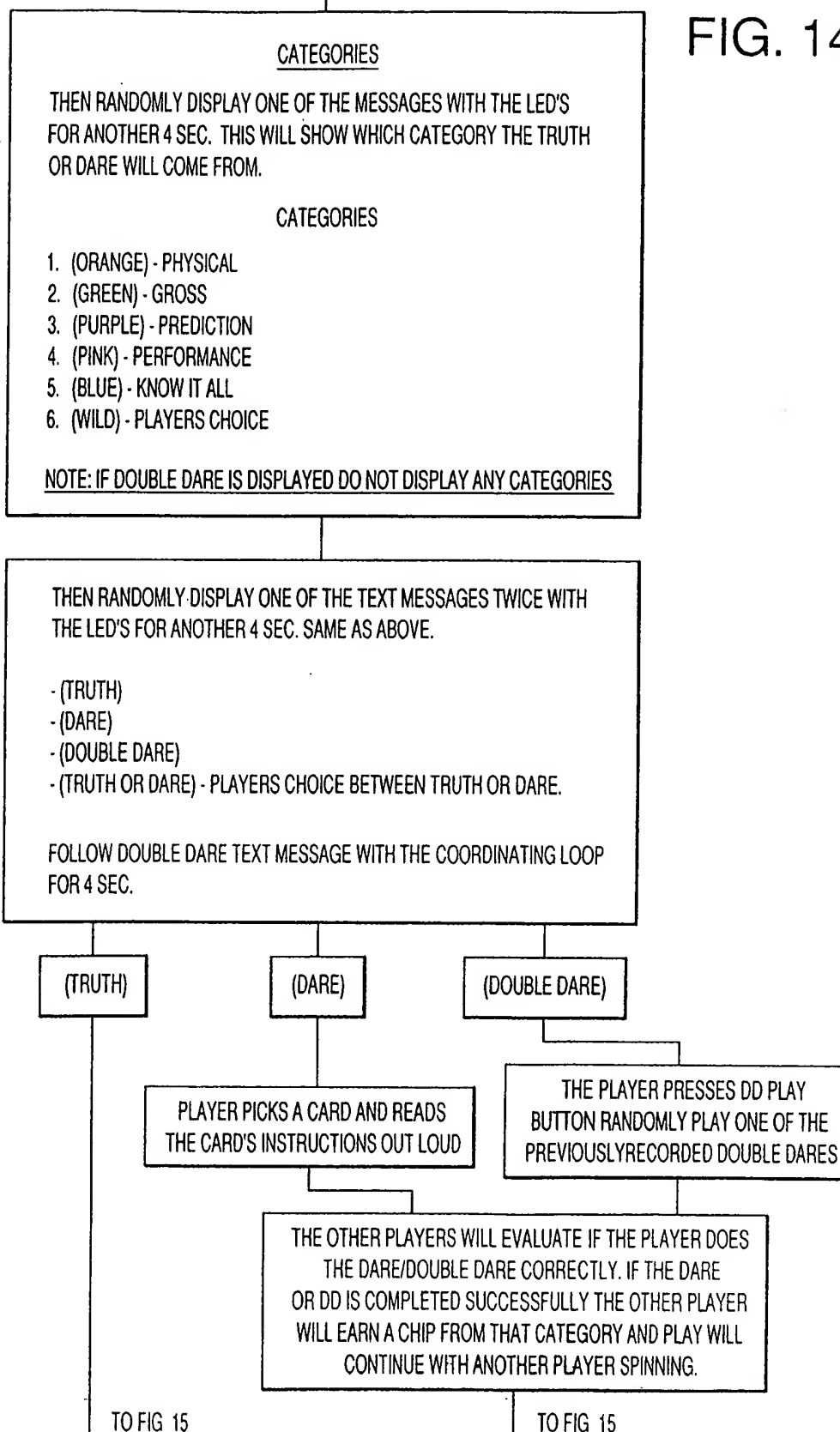
IF, (GIVE) IS DISPLAYED THEN THE PLAYER CAN SELECT SOMEONE ELSE
TO DO WHAT IS SELECTED.

IF, (GIVE OR TAKE) IS DISPLAYED THE PLAYER GETS TO DECIDE IF THEY
TAKE OR GIVE WHAT IS SELECTED.

TO FIG 14

FROM FIG 13

FIG. 14



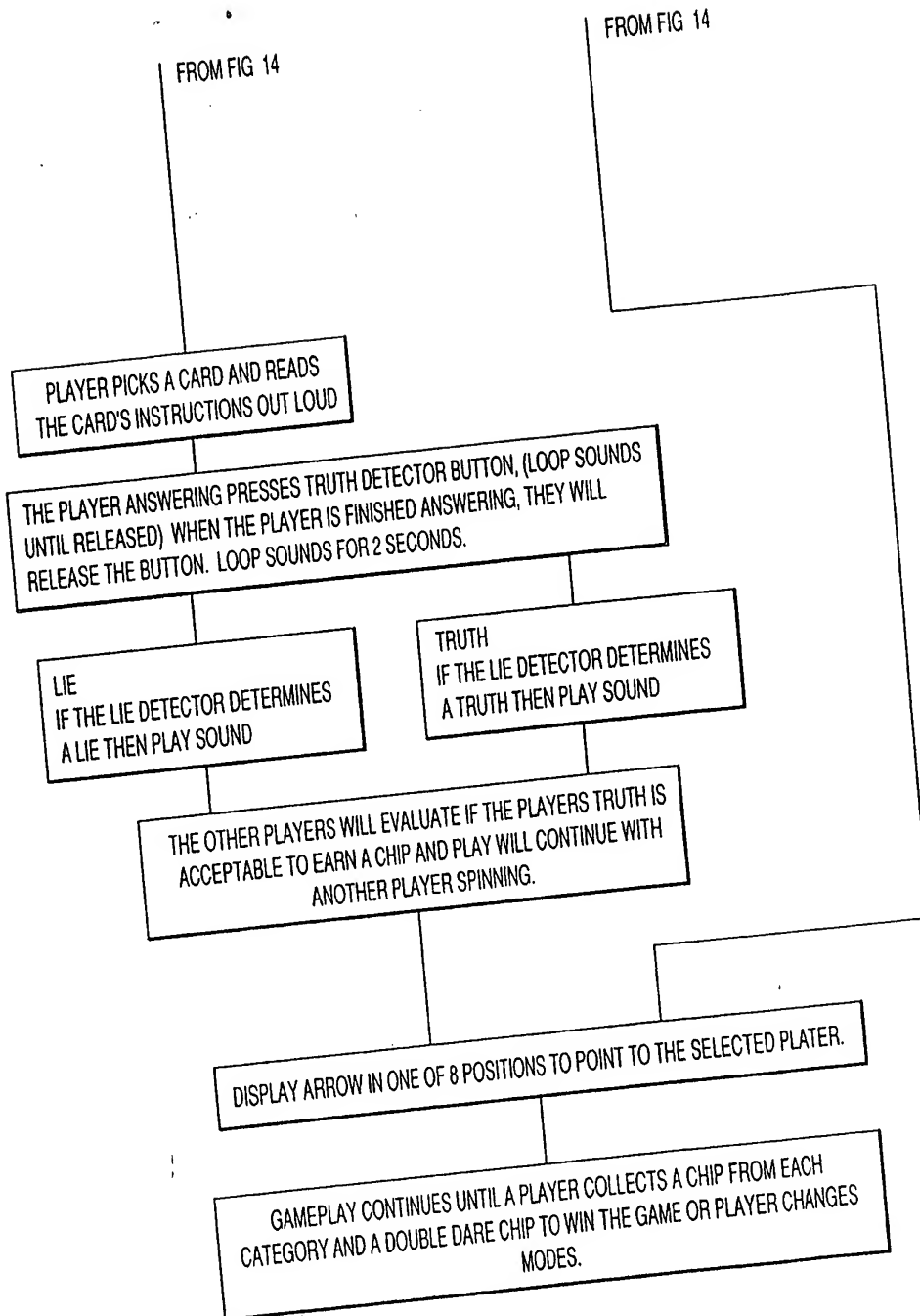


FIG. 15